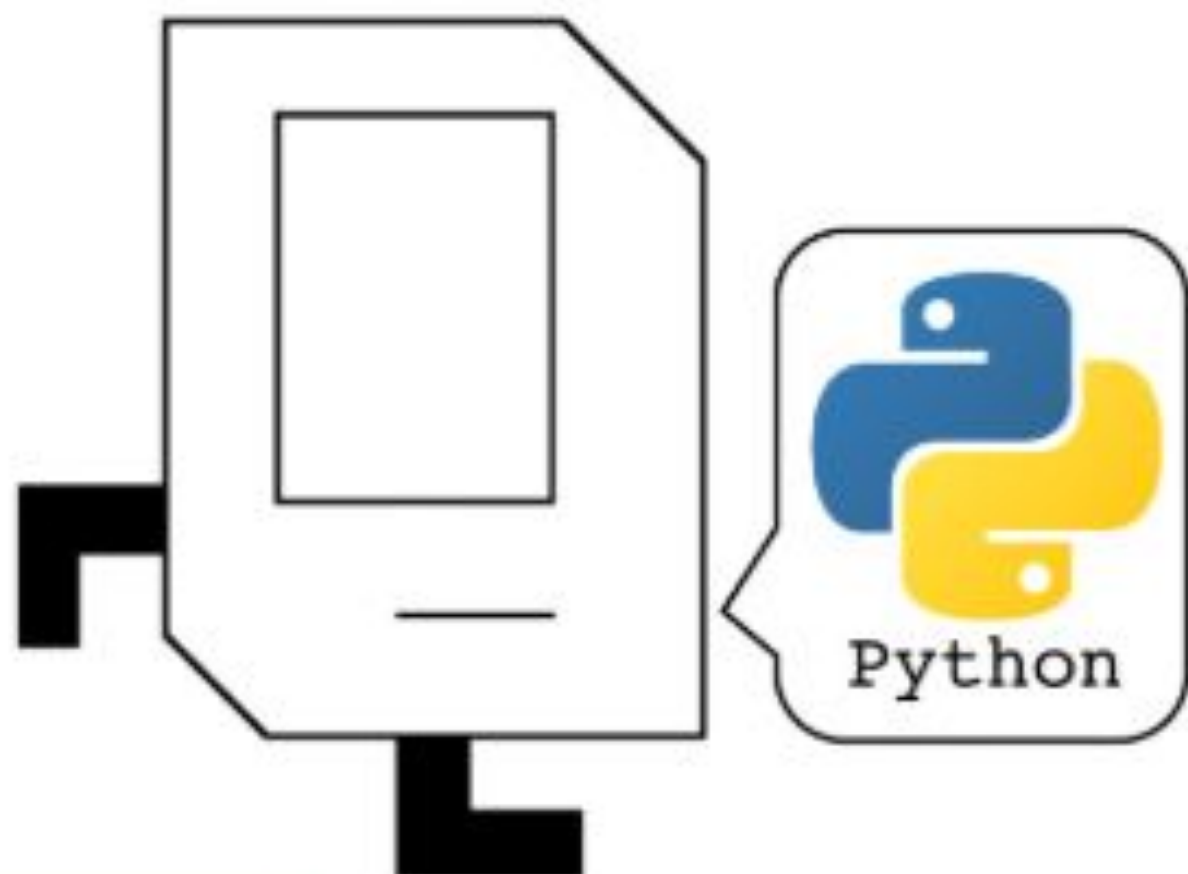
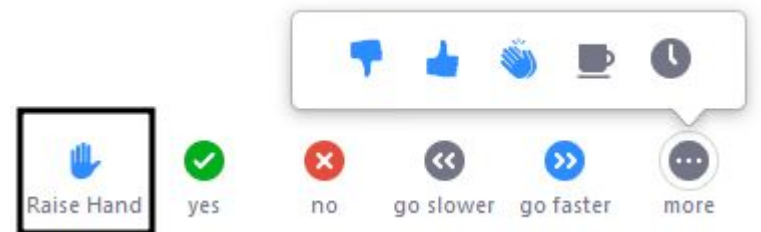
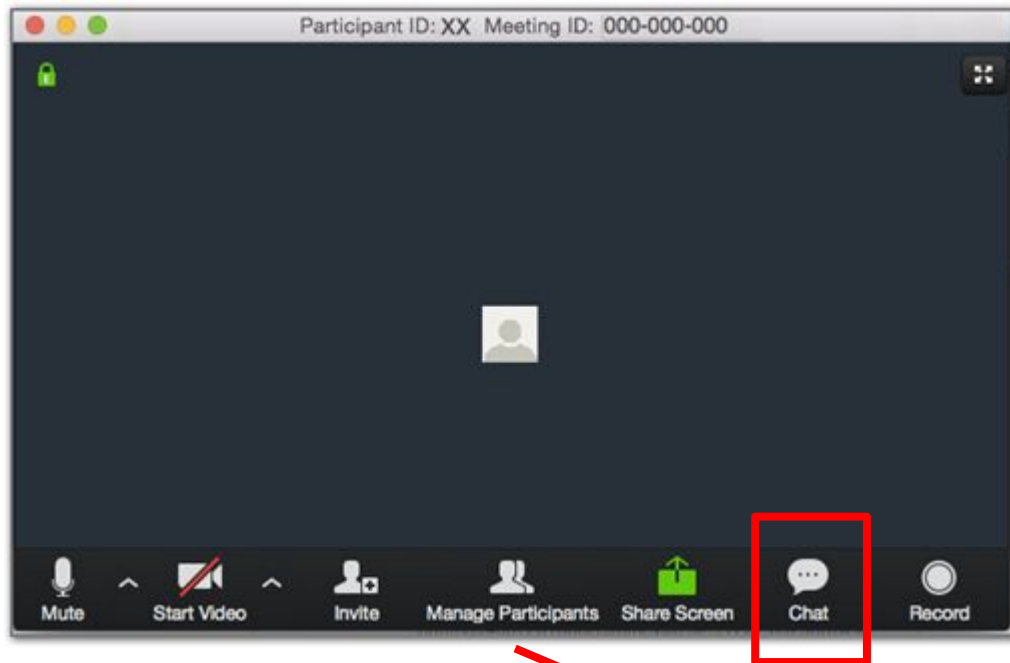


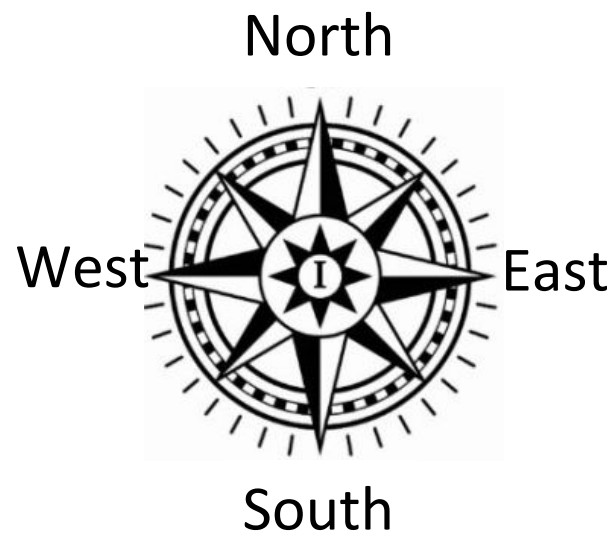


**Control Flow**











move

turnLeft

putBeeper

pickBeeper

```
def main():  
    move_to_newspaper()  
    pick_beeper()
```

```
def move_to_newspaper():  
    move()  
    move()  
    turn_left()  
    turn_left()  
    turn_left()  
    move()  
    turn_left()  
    move()
```

```
def turn_right():  
    turn_left()  
    turn_left()  
    turn_left()
```

```
def turn_right():  
    for i in range(3):  
        turn_left()
```

```
from karel.stanfordkarel import *
```

```
"""
```

```
File: collect_newspaper_karel.py
```

```
-----
```

```
Karel picks beeper in front of his house.
```

```
"""
```

Multi-line comment

```
def main():
```

```
    pick_beeper()
```

```
    move_to_start()
```

Main function

```
def turn_right():
```

```
    for i in range(3):
```

```
        |
        turn_left()
```

Our function

```
def move_to_start():
```

```
    # turn around
```

```
    turn_left()
```

```
    turn_left()
```

```
    # move back to start
```

```
    for i in range(3):
```

```
        |
        move()
```

```
    turn_right()
```

```
    move()
```

```
    # reorient to face right
```

```
    turn_right()
```

Single-line comment

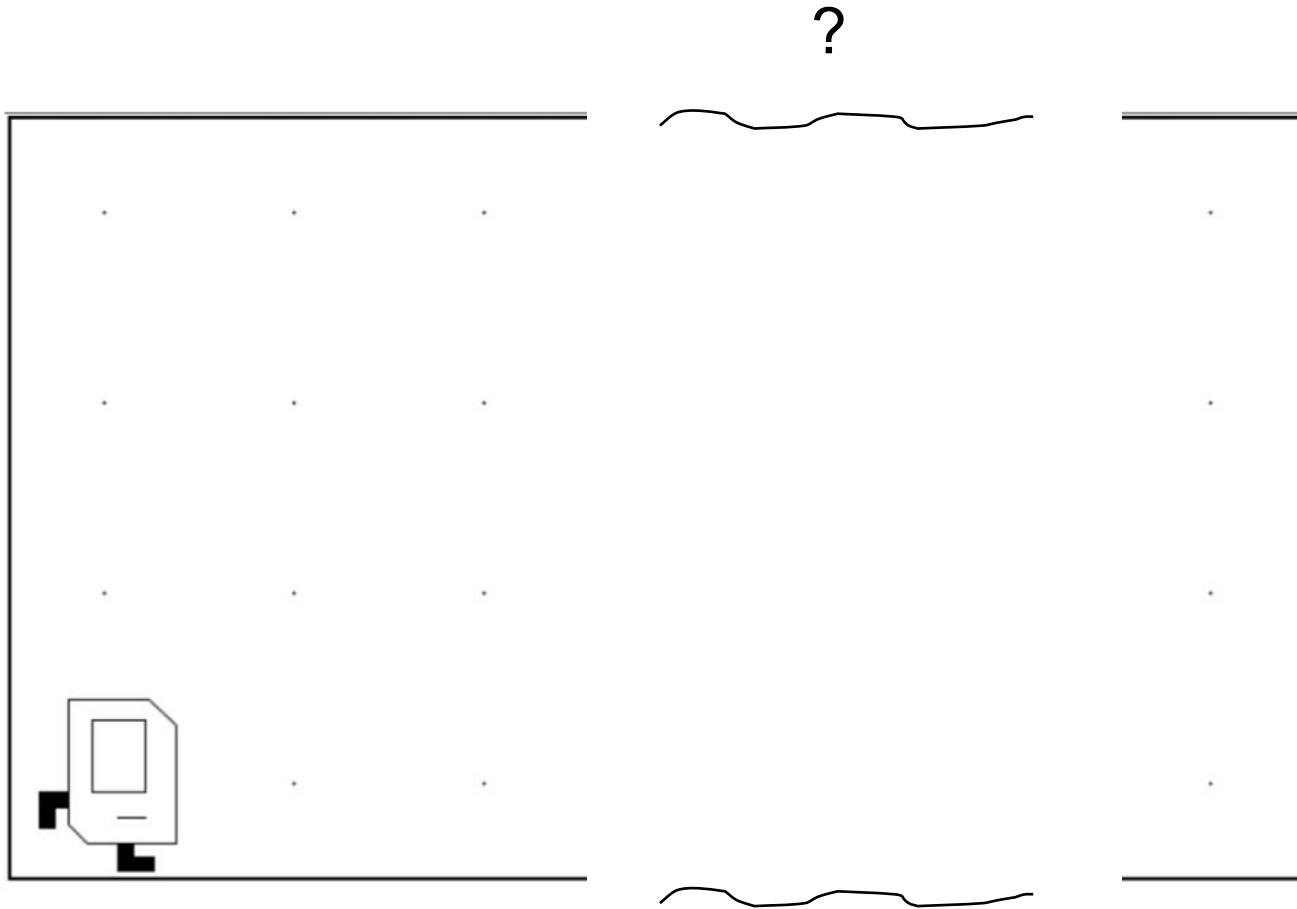
```
# There is no need to edit code beyond this point
```

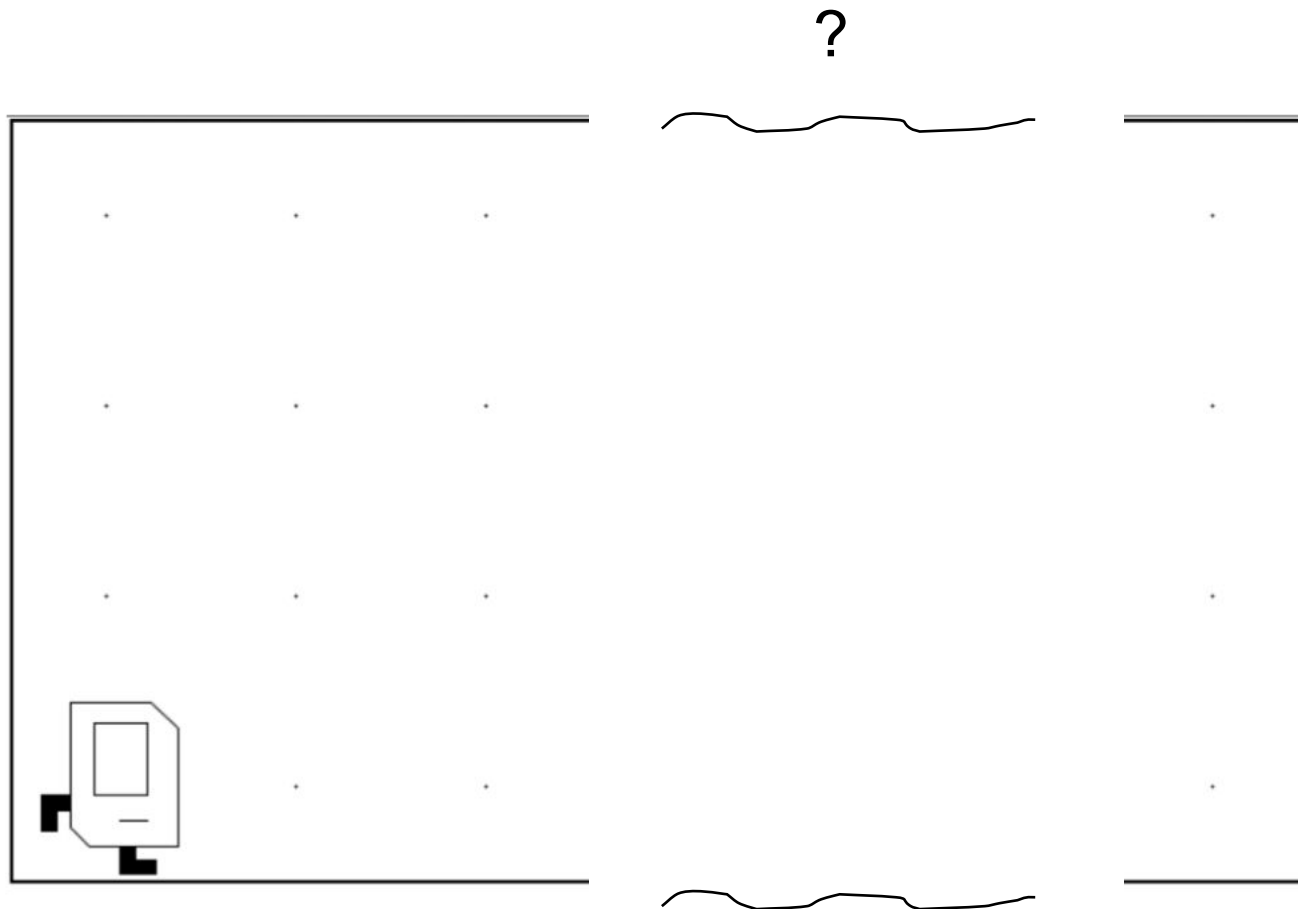
```
if __name__ == "__main__":
```

```
    run_karel_program()
```



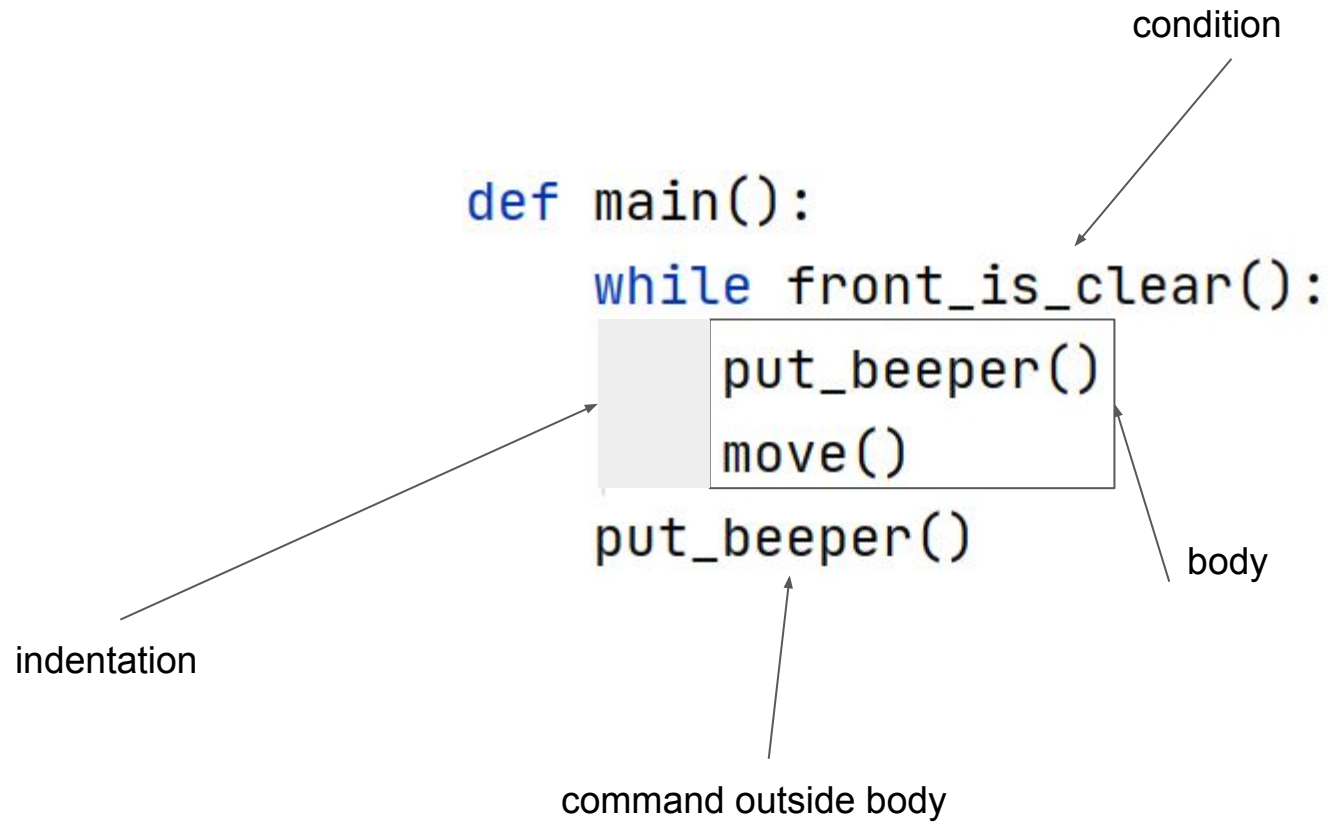
Fill a street with beepers in a world of any size.



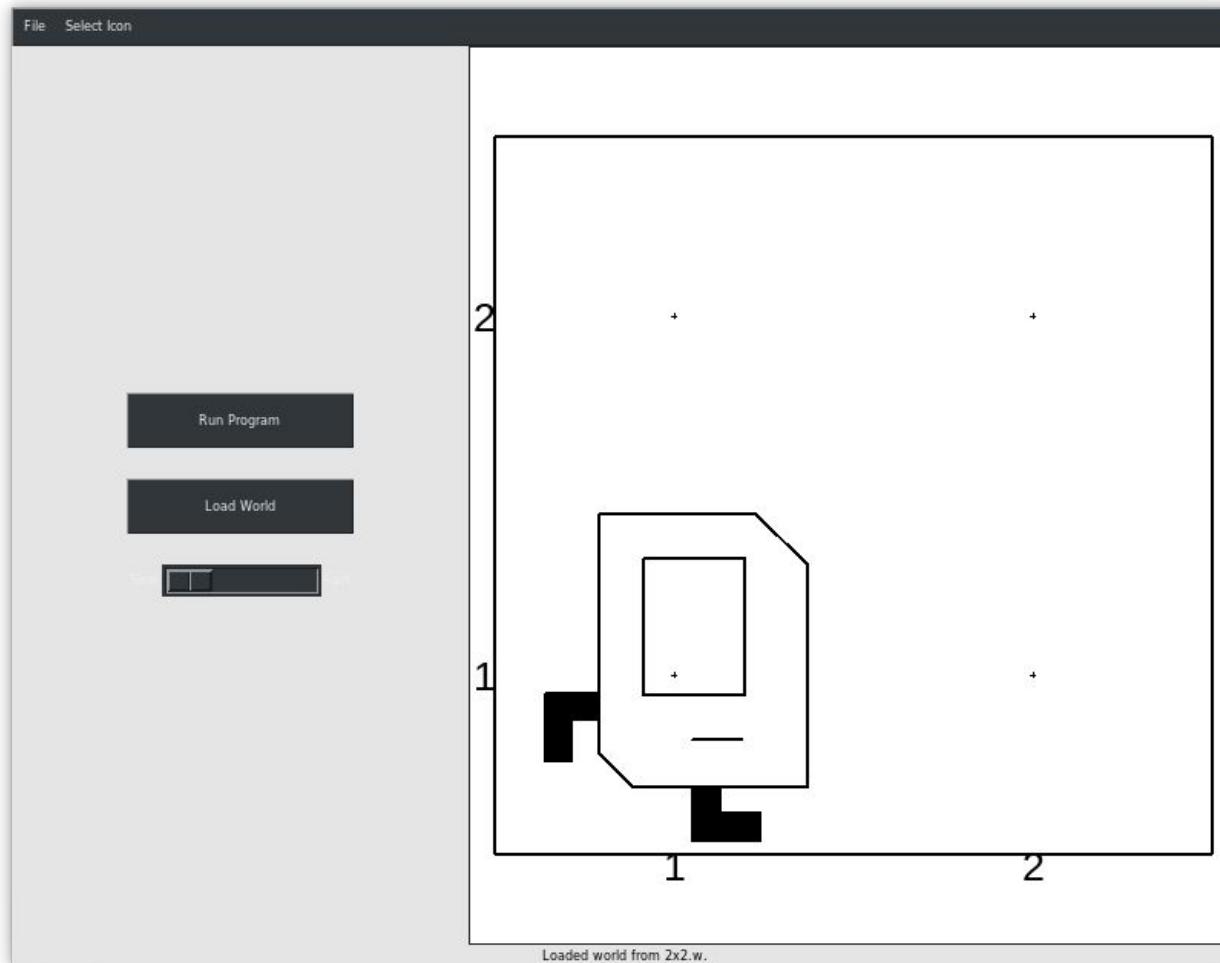


```
def main():  
    for i in range(?):  
        put_beeper()  
        move()
```

<b><i>Test</i></b>	<b><i>Opposite</i></b>	<b><i>What it checks</i></b>
<code>front_is_clear()</code>	<code>front_is_blocked()</code>	Is there a wall in front of Karel?
<code>left_is_clear()</code>	<code>left_is_blocked()</code>	Is there a wall to Karel's left?
<code>right_is_clear()</code>	<code>right_is_blocked()</code>	Is there a wall to Karel's right?
<code>beepers_present()</code>	<code>no_beepers_present()</code>	Are there beepers on this corner?
<code>beepers_in_bag()</code>	<code>no_beepers_in_bag()</code>	Any there beepers in Karel's bag?
<code>facing_north()</code>	<code>not_facing_north()</code>	Is Karel facing north?
<code>facing_east()</code>	<code>not_facing_east()</code>	Is Karel facing east?
<code>facing_south()</code>	<code>not_facing_south()</code>	Is Karel facing south?
<code>facing_west()</code>	<code>not_facing_west()</code>	Is Karel facing west?



```
def main():  
    while front_is_clear():  
        put_beeper()  
        move()
```



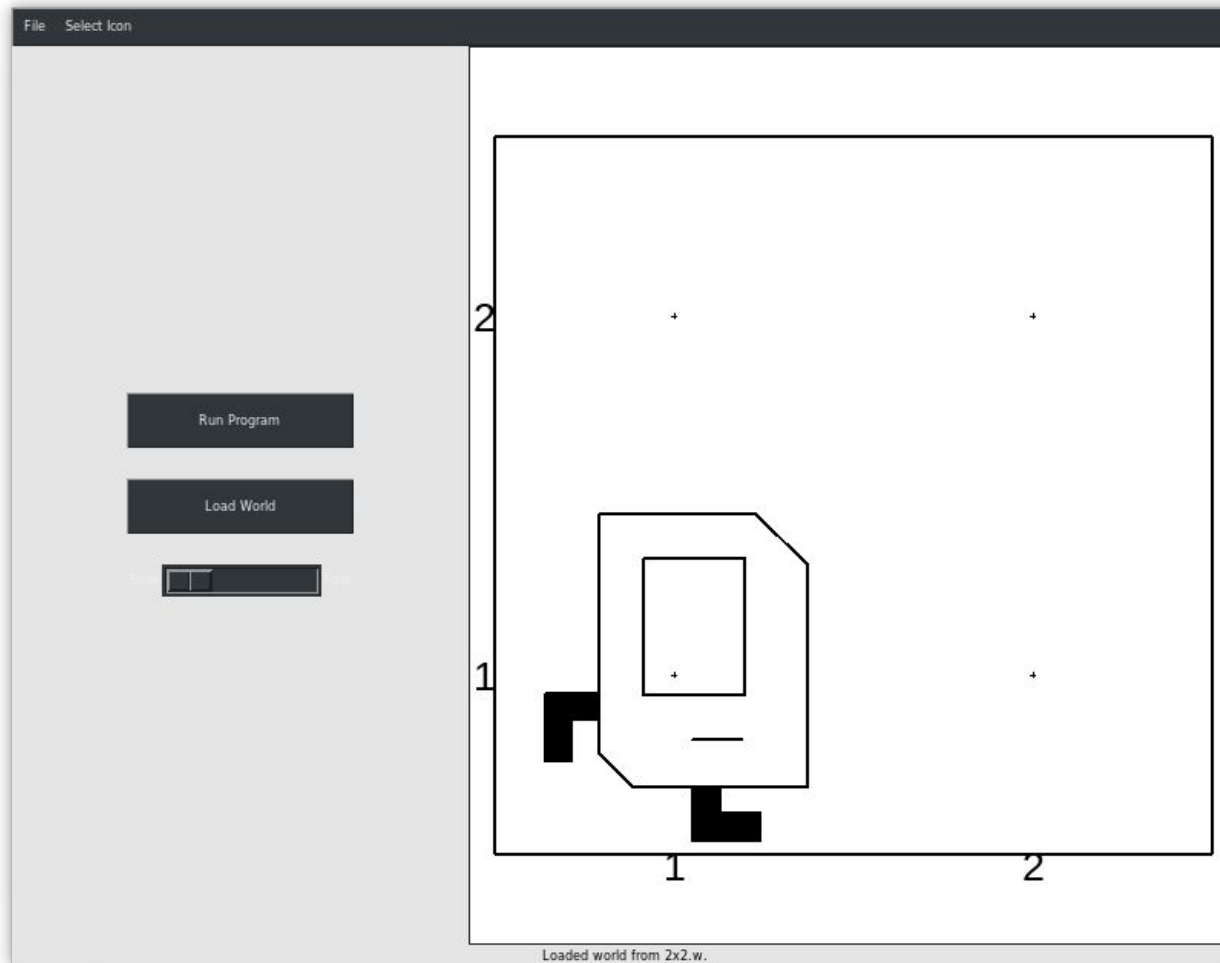


```
def main():
```

```
    while front_is_clear():
```

```
        put_beeper()
```

```
        move()
```



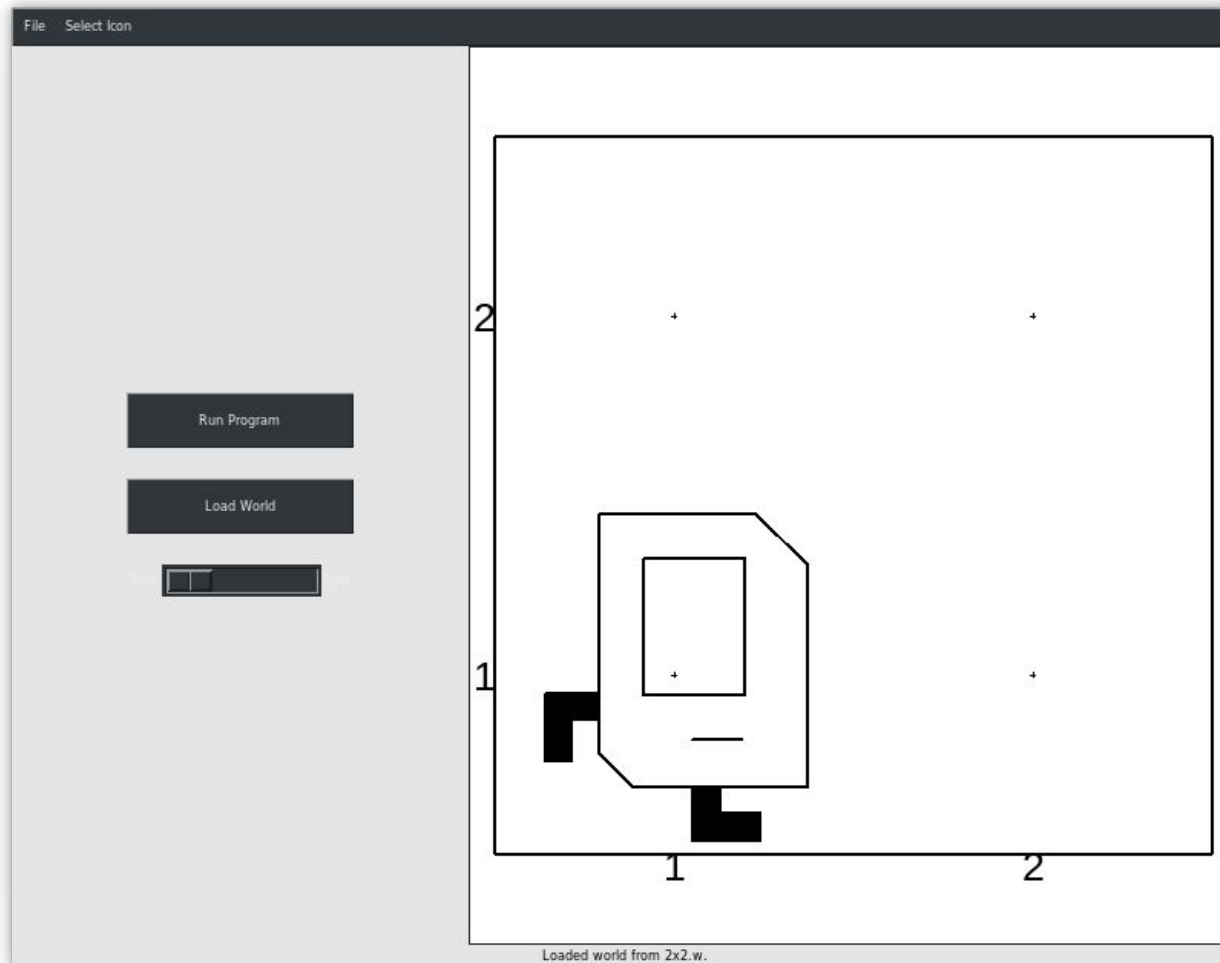
```
def main():
```

```
    while front_is_clear():
```

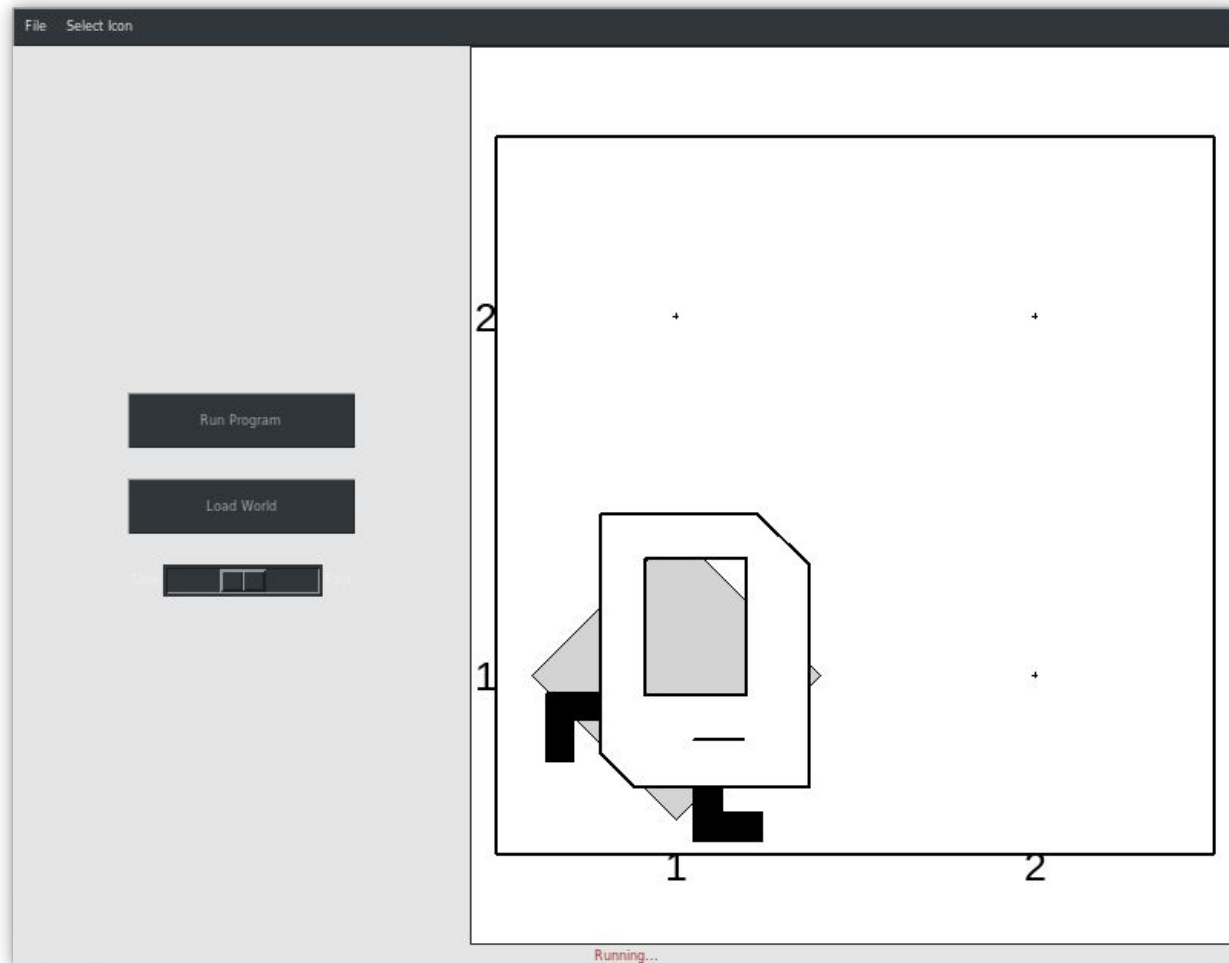
```
        put_beeper()
```

```
        move()
```

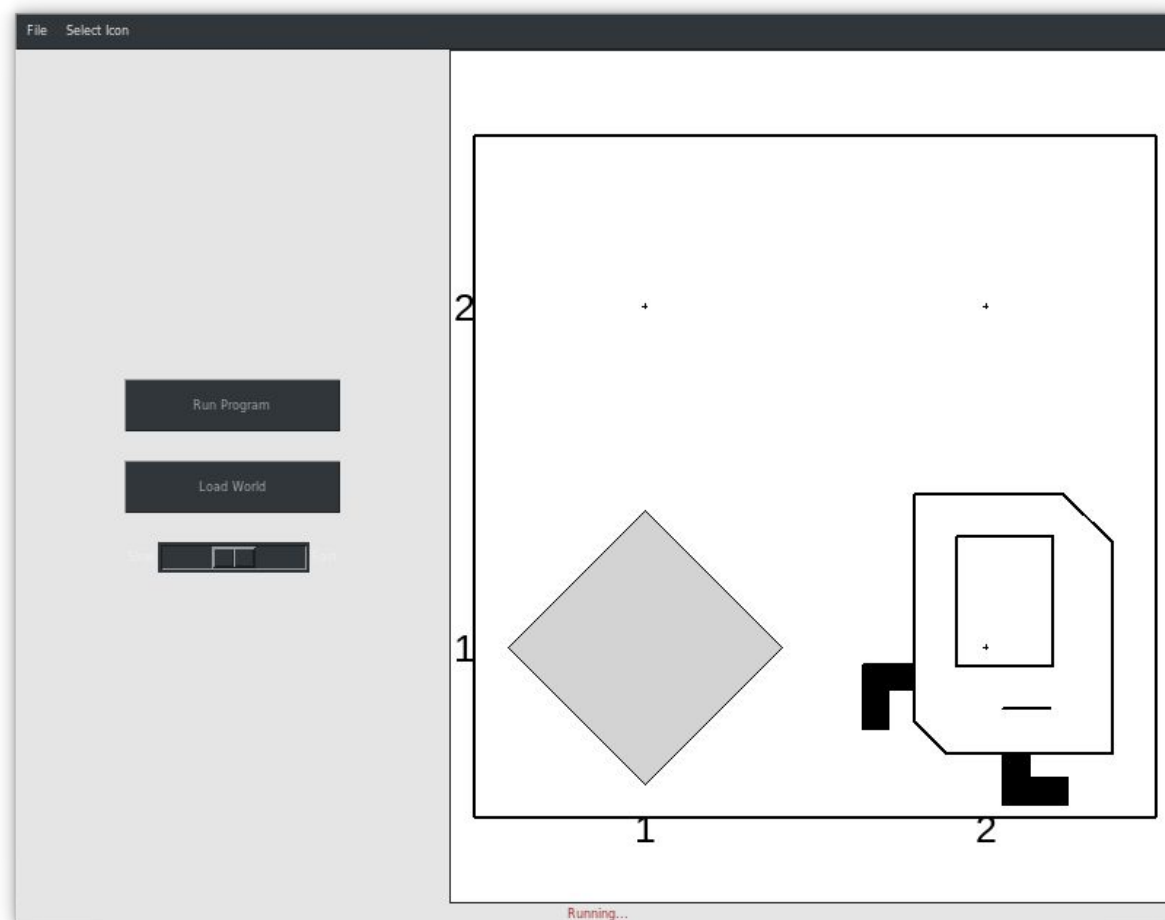
YES



```
def main():  
    while front_is_clear():  
        put_beeper()  
        move()
```

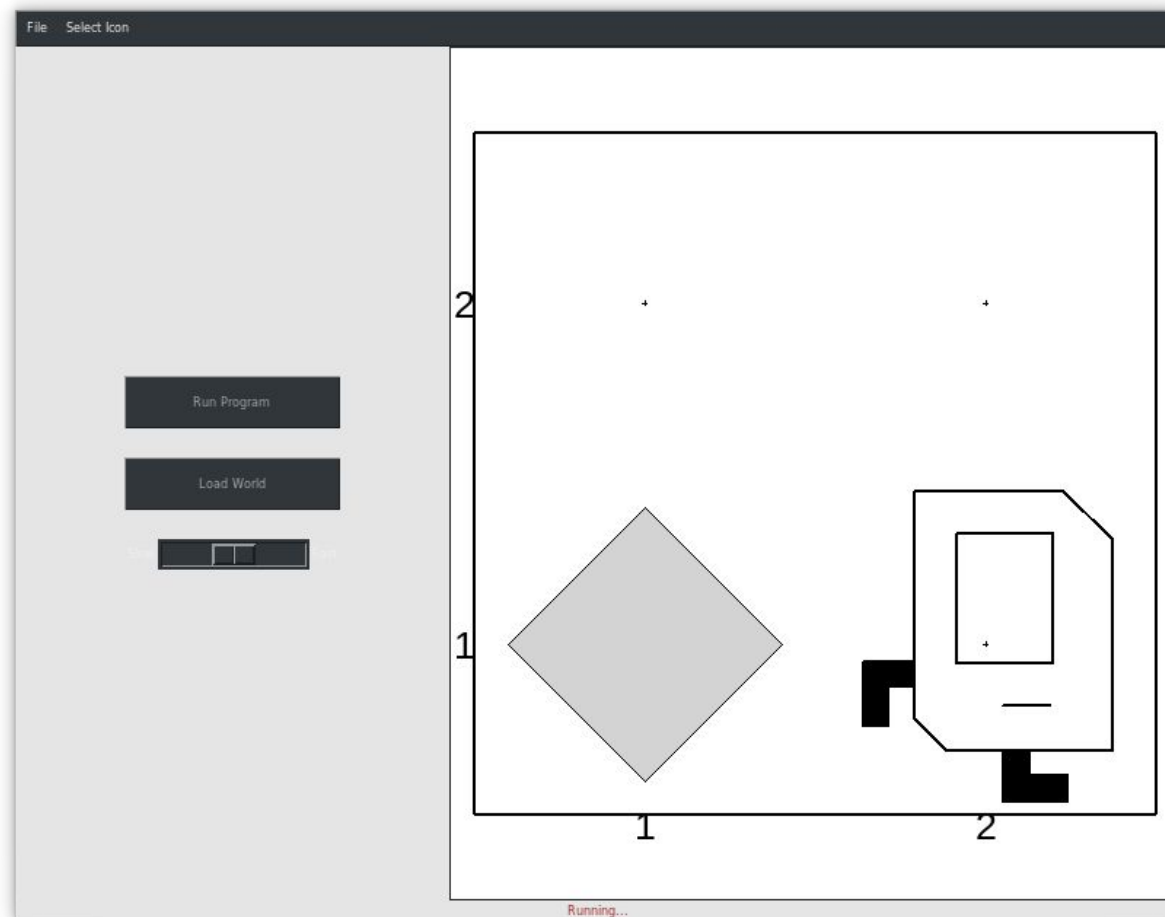


```
def main():  
    while front_is_clear():  
        put_beeper()  
        move()
```



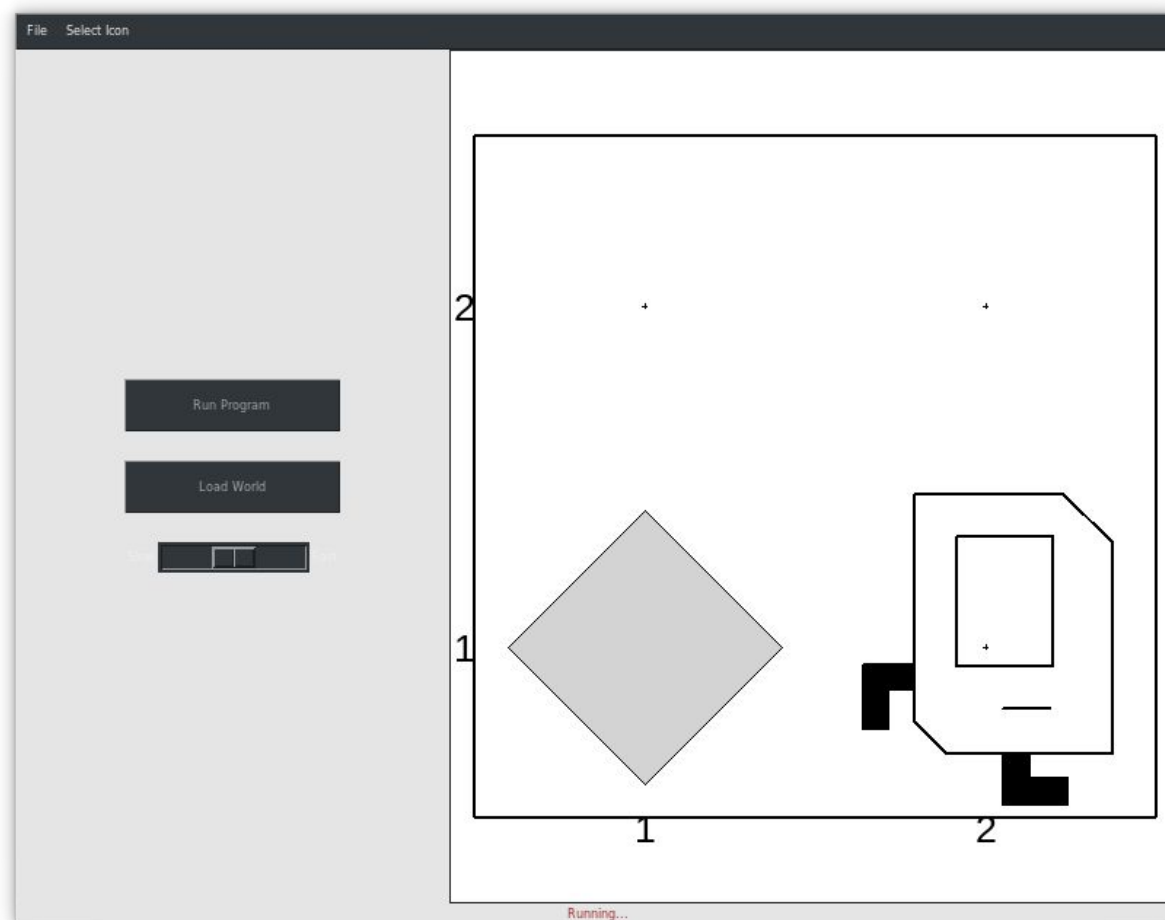
```
def main():  
    while front_is_clear():  
        put_beeper()  
        move()
```

NO

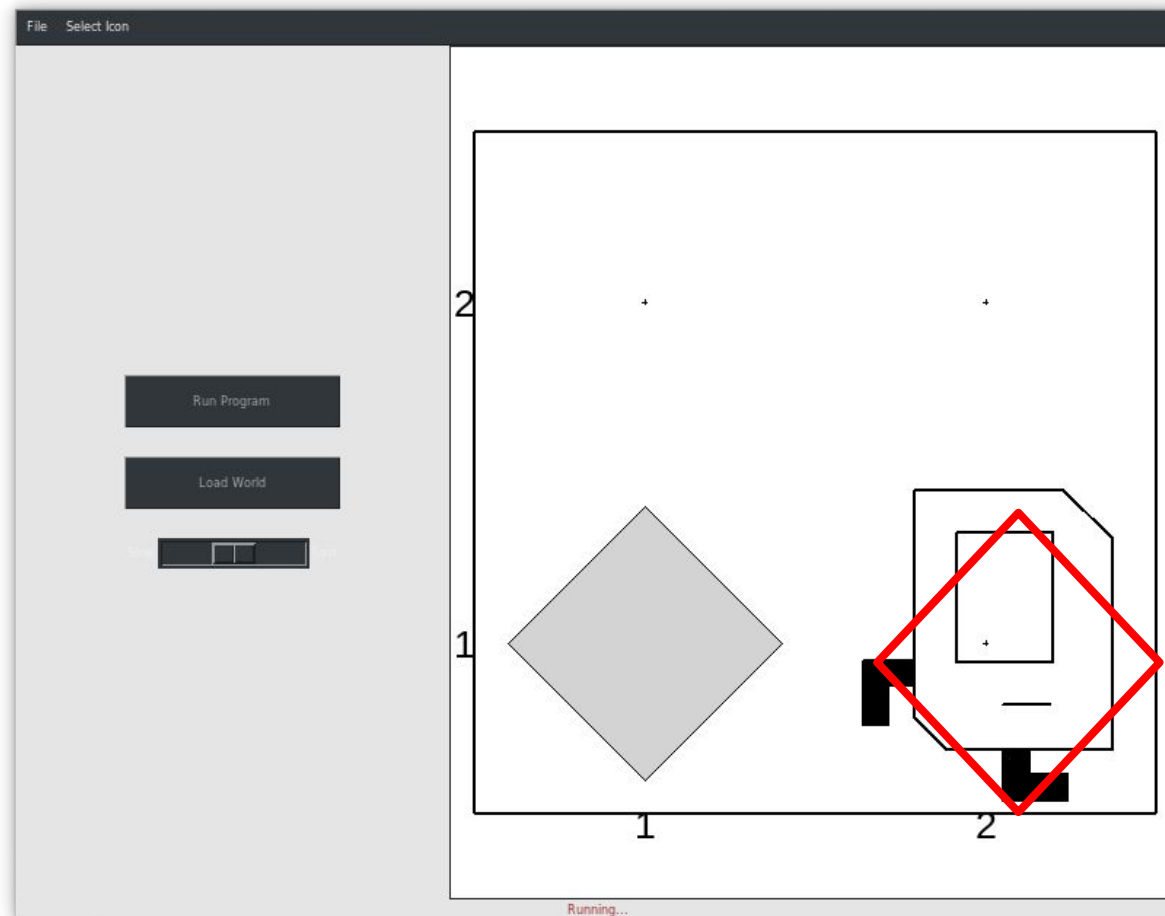




```
def main():  
    while front_is_clear():  
        put_beeper()  
        move()
```



```
def main():  
    while front_is_clear():  
        put_beeper()  
        move()
```



```
def main():
```

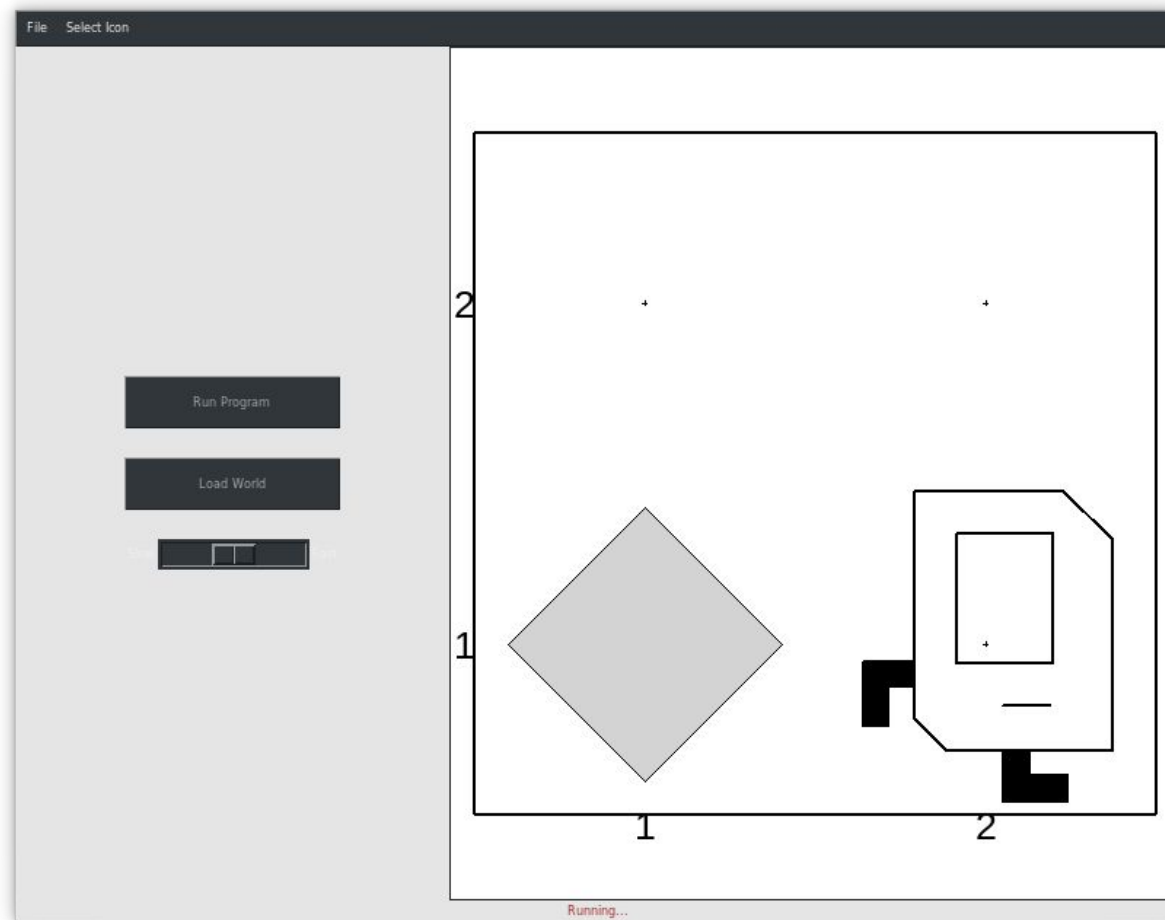
```
    while front_is_clear():
```

```
        put_beeper()
```

```
        move()
```

$N$  beepers

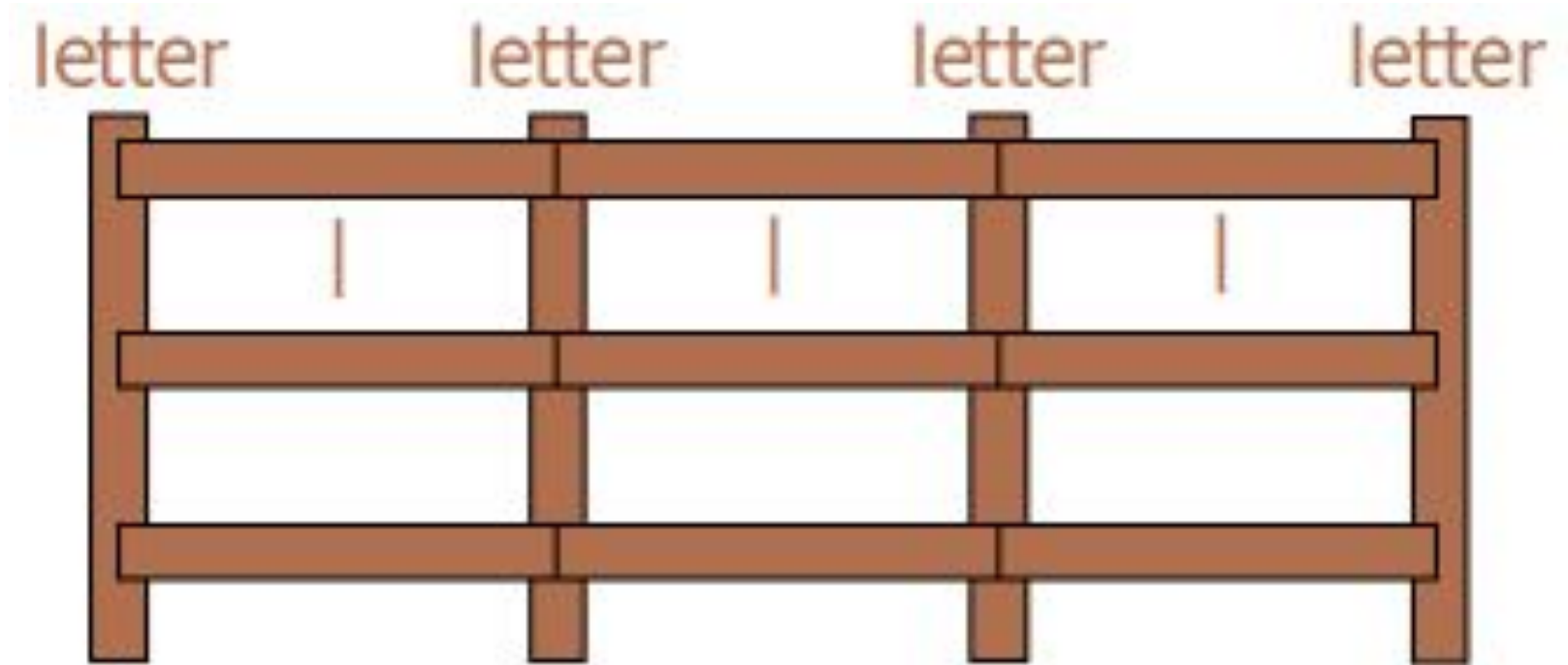
$N$  moves



$N$  beepers

$N-1$  moves

## Fence Post Problem

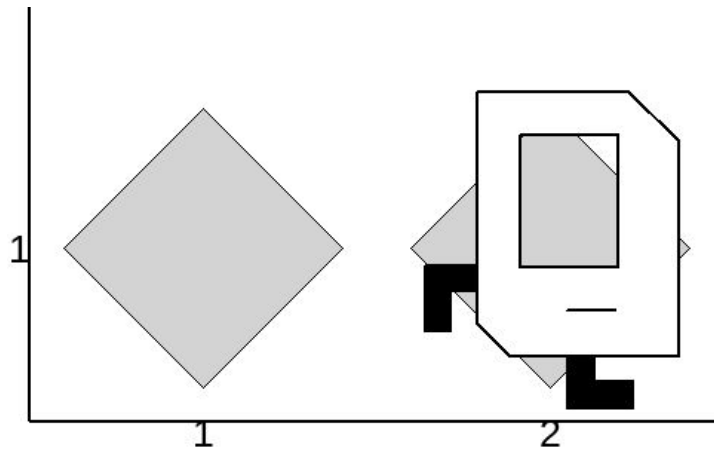


Also sometimes called an “Off By One Error”

```
def main():
    while front_is_clear():
        put_beeper()
        move()
        put_beeper()
```

Happens  $N$ -times (together)

Happens  $N-1$ -times





```
for i in range(25):  
    put_beeper()  
    move()  
put_beeper()
```

```
while front_is_clear():  
    put_beeper()  
    move()  
put_beeper()
```